

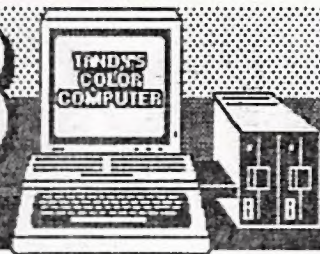
CoCo

123

in

Illinois

CoCo~123



NEXT MEETING OF THE GLENSIDE COLOR COMPUTER CLUB

Thursday November 10, 1988 - 7:30pm
GLENSIDE PUBLIC LIBRARY
25W. Fullerton Avenue
Glendale Heights, IL

DIRECTIONS: Glendale Heights is located between Glen Ellyn/Wheaton, IL and Bloomingdale, IL. Fullerton Ave. is West of Bloomingdale Road in Glendale Heights. The Library is about a half a mile down West Fullerton on the left side from Bloomingdale Road. The meetings are open to all Tandy Color Computer 1, 2 & 3 users and owners.



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NOVEMBER NEWSLETTER

To start off, I'm going to apologize for possibly getting this issue of CoCo~1,2,3 into your hands a little late. There are some **REAL GOOD** reasons for this potential delay that I will explain. First of, Second City Software did a 'road trip' to the land of New Jersey for the Princeton RAINBOWfest show. Gearing-up for this show was an enormous task that we undertook and it required not only a lot of time just to prepare for it, but Princeton is some 15 hours of one way drive time. Unlike the Chicago RAINBOWfest, forgetting to bring something would of been a monumental and costly mistake. So a great deal of time was spent making sure that we had **EVERYTHING!** Another reason for this delay was brought on in part by the Rainbow Magazine. In around the time that we were getting ready for Princeton the Managing Editor of Rainbow, Jutta Kapfhammer, called to see if I would do an article for their January issue on starting-up a CoCo Club. Thrilled as I was to be apart of this publication, I knew that such an article could not be 'banged-out' in an afternoon sitting behind the keyboard. Then came a request by a CoCo programmer asking if I would produce some CoCo 3 graphic pictures for an adventure game he is planning. Now, I can take a mouse for a drag with the best of them. But creating all new pictures based on a rather strange theme was more of a challenge then I had anticipated. It goes without saying that not too many personal activities got done during this three week span of time. On a couple of mornings my wife found me slumped over my desk trying to recover from another 'java junkie all-nighter' tour of duty! So please except my apologies for any delays in getting this issue of CoCo~1,2,3 into your hands...

Continued on next page

CoCo~123

A Glenside Color Computer Club of Illinois publication since 1981

GLENSIDE SOFTWARE SALE

- MUSICA RAM DISK (CC3 Only)
Speech Systems \$5.00
- CoCo 3 MEMORY TEST
Speech Systems \$5.00
- HARDCOPY (for either DMP-200, 105,
Geminix 10X or SG-10)
Computize \$10.00
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- DISK COLORCOM/E
Eigen Systems \$10.00
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- DATAPACK II: Cer-Comp \$20.00
- THE LAST WORD (OS-9) \$20.00
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Computerware \$10.00
- OTERM:
New World Technologies \$15.00
- FLEX OPERATING SYSTEM
Frank Hogg \$30.00
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Computerware \$10.00
- DISK COLORCOM/E V2
Eigen Systems \$10.00
- COLORCOM/E ROM PAK V3
Eigen Systems \$5.00
- ELITE*WORD (PbJ Ver) \$25.00
- ELITE*COMM (PbJ Ver) \$10.00
- ELITE*WORD (OS-9 Lt) \$25.00
- VIDTEX w/PERSONAL COLOR
RADAR: CompuServe \$2.00
- FORMAKER 1.0
Challenger Software \$10.00
- TRSCOPY (OS-9 Lt) \$10.00

* Contact, Ed Hathaway for all above sale items at 462-0694. 'ALL' items are original and the asking prices are firm!



SEAQUEST ADVENTURE CLUES

- PART 5 -

- > GO WATER
- > DOWN TILL YOU SEE CLAM
- > OPEN CLAM
- > SHOVEL
- > GET PEARL
- > GO BACK UP TILL YOU GET TO THE SURFACE
- > GO BOAT
- > SOUTH
- > WEST
- > SOUTH
- > DROP ALL
- > GET PEARL
- > GET ANCHOR
- > GO DOCK
- > SOUTH
- > WEST
- > NOVE BOULDER
- > GO CAVE
- > DROP ALL

With these clues as help, you have beaten SEAQUEST. I hope you have enjoyed this adventure...

For next month, we will be providing the clues to the Case of the Switchblade Slasher Adventure.

If you have an adventure program that you need help with, let us know. Putting your suggestions into action is what Glenside is all about. Also, if you have any special program hints, how about sharing them with your fellow CoCo friends...

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GLENSIDE COLOR COMPUTER CLUB of ILLINOIS

Editor: Ed Hathaway

Contributing Writers: Floyd

Greg Cramsey

Greg Pirtucha

Dave Lucas

Graphics & Design

Staff Artist

SCSpublishing

Tom Cassell (c)

Glenside Color Computer Club's CoCo-123 is published

monthly. Subscriptions to non-members are available for an annual fee of \$12. Make checks or money orders payable to GLENSIDE COLOR COMPUTER CLUB, and mail to 8W. Stevenson Dr. Glendale Hts., IL 60139. All subscriptions will begin with the next available issue.



December Newsletter Deadline November 28th

NOVEMBER NEWSLETTER. Continued from Page 1

We still are in need of newsletter articles or product reviews. If you have recently purchased a new program how about sharing your experiences with it. Tandy just released ALL NEW software programs for the CoCo 3 and I know some of you have bought them. Let us know what is good and even not so good about these programs. Your review could very well save a fellow member from buying another Bjork-Pak program!

There are some very dynamic meeting programs lined up for the coming months. This month we are hoping to do a CoCo Home Controlled presentation. For December we will have our annual gala CoCo 3 raffle and Christmas get together. George Henry will fill the bill for January with short wave (RTTY) CoCo communications and for February, we are hoping to bring Mike Knudsen and his magic keyboards back for a return engagement. There is a great deal happening in the coming months with Glenside so plan on attending the meetings and opening your CoCo to all new worlds.

See you all at the November meeting...OH, I HOPED YOU REMEMBERED TO VOTE THIS PAST TUESDAY?

GDMC IN REVIEW

By: Greg Cramsey

"DADDY, DADDY!" cries Jenny my youngest child. "Yes dear?", I answer (enter the all American father). "...Be BOBO for me!!" Mom enters and QUICKLY exits stage right (thank you Mom!). Now for those of you who are asking, "What or who is BOBO??" I might suggest you check out Glenside's September Disk of the Month. I received mine late since I missed the September meeting. For the last three weeks my family has played this bargain and I might go so far as to say that I've become (among other things) an expert at BOBO.

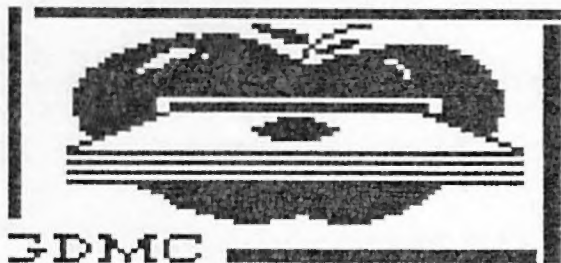
Have you checked your disk yet? BOBO is an ungrateful, insolent peabrain little guy (yes, my girls insist that BOBO is a guy) whose sole role in life is to insult little kids, and the child's sole reason for playing this game is to dump bags of catsup (the runny kind, not Heinz) on this obnoxious character's head. Needless to say, my youngest at four can not read well and it's far better when Daddy voices BOBO. With an open ended skill level, (Jenny at 4 plays at 1900, Katie is 7 years old and plays at 1200, and I do very nicely at 50 thank you) the game can be fun for all ages.

Another family favorite is Poker. This game CHEATS like nobodies business but you will usually make out like a bandit because the game has no stomach for a bluff.

There's also a game called Oregon, which my wife and I played. The object is just to survive a wagon train ride from Missouri to the Oregon territories in the 1800's. We started with \$700.00 from which we had to buy a team to pull the wagon, clothes, medicine, food, and ammunition. Along the way we had many opportunities to hunt. My faithful pioneer wife was by my side cheering me on ("Are you going to shoot anything or not?! GIMME THE GUN!!"). Well anyway, we survived the trip.

Hangman was great! Jenny must have recited the vowels at least fifteen times during any one session. It wasn't uncommon to use large words when playing this game on paper. Imagine my embarrassment trying unsuccessfully to get simple four letter words right. Even my wife, the Wheel of Fortune fan, was amazed.

Gunner worked well between Katie (my 7 year old) and myself. At least until my joystick developed a slight glitch, I'd press the fire button...BOOM! Never even had to aim. The army should be so lucky! Needless to say, Katie wasn't too happy about this. I'll have to look in to this sometime as Katie will not be suckered (I mean enticed) into another game.



Geography...sheeze!! How many names can start with the letter 'A'? I used to be a wiz kid at history and geography. Contrary to my wife's statements this was much AFTER the fall of Rome.

On the other side of the coin, who could resist a file named Tartus? To be fair I had to chuckle when I decided to check out Tartus2 after running Tartus. Yes your right, I am being evasive.

There are 26 games on this disk. At the rate I type, it feels like I'm writing WAR AND PEACE! So I'll attempt to close this article with one more review. That being the game Beast. I've not shone it to my kids yet as I'm still building the data base file. This game allows a lot of room for expansion, unfortunately, my first attempt was very poor. Easily remedied as I had made a backup BEFORE I used the original. So...erase the data file and save the original data file to the backup working disk. Give this game some thought while you're playing it.

I had planned to keep this article short and as you can see I'm already a page in length. So...bye for now...

NEW MEMBERS

Please welcome with me five of Glenside's newest members. A BIG thanks is in order to all of you who have taken the time to introduce and embrace Glenside's new members. It is very rewarding to know that our new members are in such GREAT hands!

* **Eugene J. Harding** of Silvis, IL. Eugene joins Glenside through our CoCo~1,2,3 subscription program. We are in the process of sending our 'new member' information package to Eugene to find out a little more about him and to see if he can help us locate Silvis, IL on the map! Welcome Eugene.

* **Steve Laisch** of Downers Grove, IL has a 128k CoCo III disk system and a modem. Steve is currently working on a few programs that he hopes to be able to sell or market. His interest are with all areas of the CoCo including RS-DOS, OS-9 and 6809 Assembly Language programming.

* **James M. Peulecke** of Romeoville, IL has a 512k CoCo III disk system. Other equipment includes an Olivetti printer and a 1200 baud modem. James is currently working with both RS-DOS and the OS-9 Operating System.

* **Ken Roscher** of Deerfield, IL has a 128k CoCo III disk system. His other equipment includes a DMP210 printer and a Delta modem. Ken mentioned that he enjoys working with both RS-DOS and the OS-9 Operating System.

* **Mike Warns** of Lombard, IL has a 64k CoCo II disk system and a 48k Model I computer. Currently, Mike does not have a printer or modem, but is working to solve this problem!

Once again, WELCOME to the growing Glenside family. All of us wish to extend a hand of CoCo fellowship to you all.

NOSKO's LASER GRAPHICS UPDATE

No.1 4/6/88

I am using the COCO to draw "laser graphic" images with a LOW power, visible laser. The laser beam is directed at two mirrors, at right angles to each other. Each mirror is attached to the shaft of a "scanner", a device which turns in response to its current. Also called a ~~galvanometer, it is like a heavy duty meter movement.~~ With a small current, it turns a few degrees; more current, and it turns a few more degrees. The computer sends a number to a D/A, it is turned into a specific current, and the scanner rotates the required number of degrees. This moves the laser "dot" to a specific point on the screen.

Now, one mirror moves the beam in the horizontally; the other moves it vertically. So, what we have is a grid which is 256 by 256 (8 bits). With two D/A converters and two scanners, the beam can be moved anywhere on the grid under computer control. The mechanical nature of the scanners is such that when they are both sent to a new position, they both move uniformly and "draw" a line. If I now draw a line, and as soon as I reach the end of this line immediately start the next line, I can draw laser "images". The images are "VECTOR" or line images. Like the original arcade game "Asteroids".

It's just like the Fourth'O July sparklers we've all played with. Swing them around fast and you can draw circles (Gee! if I could only move quick enough to write my name!!). Well, Now I can! The limit on what I can draw, is the speed of the scanners. As the images get more complex, it takes longer to draw the complete image.

When the time gets too long, flicker is the result. Refreshing an image above 35 times a second produces no flicker. Below 30 or 35 and flicker becomes observable. However, the flicker is not completely objectionable. In fact, carefully chosen flicker can add to the display and is an interesting effect. Once the viewer becomes accustomed to the medium in general, image rates as low as 10 per second are quite acceptable, if used carefully. There are also some types of images which are suitable for much slower refresh rates.

In addition, I also found that the observed flicker varies depending on room illumination. A brighter room requires faster update rates to give similar perceived flicker.

So, these are the basics of LASER GRAPHICS. Just move a light-spot around fast enough to draw pictures. Remember, TV is just a single dot (for each of the three primary colors) scurrying around the screen. The basic idea is really all that simple (otherwise I wouldn't be doing it).

The difficult part is the software. I knew there was a catch! I'll get into the softer aspects of laser graphics in the next LASER GRAPHICS UPDATE. Here is some less technical information.

The images are 'VECTOR' or line images. Like the original arcade game 'Asteroids'.

The pure color of the laser with this "different" image make an interesting display. Some good laser graphics can be seen at Epcot/Disney World. There are a number of people in the U.S. doing some very complex laser graphics as complete "laser light" shows. The images are choreographed with all kinds of music. I think this is a case where one (the music) plus one (the laser) equals a hundred! It's really nifty stuff! There is one in the Chicago area at Triton College Cernan Earth & Space Theater. Call 456-5815 for showtimes. I have not seen it, but I hear it is a fairly good show.

A leading pioneer in laser graphics, Steve Heminover, is in the Chicago area. I became interested three years ago, after I saw his half hour show at the Adler. Spectacular! They don't do regular light-shows, they have him do shows for their member's-night programs. If you join, you can see some of the best laser graphics in the world. I discovered that he was limited only by the speed the mirrors could be moved.

I thought I had some good ideas but a laser would be needed to try some of them. Well, the rest is (software) history. A year later, I realized I had gathered a collection of equipment and written software which formed a small, but complete, and inexpensive laser graphics system. Well, I gotta run. I'm coding the next major software step; a more user friendly interface so I can type things like MOVE 200, 200; ROTATE 45; instead of 48, 200, 200, 10; 51, 2, 2, 2, 30. It'll speed the choreography up considerably,

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Q&A SESSION

By: Dave Lucas

The following are Questions & Answers that were placed on my BBS (312-463-8932) that I thought might be of some interest to you. If you have any CoCo or computer related questions, please post them in the General Message Base section and we'll try to get you an answer.

QUESTION: From: Thomas Ehardt (*6)

Subj: CoCo II monitors.

I plan to get a CoCo 3 set-up for school, and I'm wondering about a monitor and disk drives. I know the 3 needs an RGB, but can it be a Samsung (can get one for \$150-color)? Also, I know the CoCo uses IBM-compatible drives. If I get a drive without a controller, what do I have to do with the controller (after I buy one)? Does it just plug in or what?

ANSWER: From: Douglas Pokorny (*16)

The best controller (economy wise) for the CoCo is the J&M that Howard Medical sells for \$65, if you are a Glenside club member, you also get an additional discount. For a CoCo three, however, you'll also need to get RS-DOS for \$25, also at Howard Medical... Just plug the controller in, and plug ANY IBM compatible disk drive (except 1.4 meggers) into it. That's all there is to it!! Anything that can be used on an IBM will work on a CoCo!! Although the disk drive itself won't have a cable on it, all you have to do is get a small length of 34 conductor ribbon cable, and attach two 34 pin card edge connectors (on each end) plug one into the CoCo, and the other into the disk drive. If you would like to add more drives, you just need to put another connector a couple inches down the cable from the first. I would recomend 360K drives for the CoCo. That way you'll have the best of both worlds (backwards compatibility with existing software, and high capacity storage for use with OS/9. By the way, which CoCo do you have?

-Doug

QUESTION: From: Greg Stachnik (*88)

Subj: DONELOADING

Sometimes I have trouble after DownLoading from this BBS and saving the file on tape. When I try to load the file back into the computer I get a DS ERROR. Can anyone help me?

ANSWER: From: David Barnes (*3)

Greg, more than likely the files are ASCII and are being saved as BASIC COMPRESSED, or are ML and saved incorrectly. Perhaps you can tell Dave (sysop) which files you are having a problem with and he can tell you the correct way to save them to tape.....hope this helps you...Dave B.

QUESTION: From: John Licata (*83)

Subj: UPLOADING/DOWNLOADING

I own a CoCo 2 and a DCM-3 modem and for some reason I am not able to UpLoad or DownLoad programs. Is it because I am using the serial port? If so, how do I correct it?

ANSWER: From: David Barnes (*3)

John, you made no mention of the terminal program that you are currently using.... does it support XMODEM? XMODEM is the preferred method of file transfer.... Also, to answer your other question, with the proper terminal program, you can use the serial port on the CoCo 2 for sending and/or receiving program files.

QUESTION: From: David Pauley (*18)

Subj: ar/OS-9

Does any one know how to use ar(decmporesser). I type, load /d0/cmds/ar and it gives me error 214 or 215 or 216 I forget which one and plain artdosent do annything -Dave

ANSWER: From: Brian Smith (*26)

David first use the ATTR command to set the attributes, 'ATTR AR e w r p e p w p r', this will allow you to then load AR, then find an Ar file. For example test.ar, on drive d1, for example, type "ar -x /d1/test.ar" This will extract files from the arc'd file. There are a number of other options, you really need doc file which I have and will try to upload here, if not already here, within the next few days!

SECRETARY/TREASURE REPORT

By: Greg Pietrucha

Well it looks as though we made it though another month, and all is alive and well here at Glenside Central. Last Sept the club lost \$6.36 but we do have cash in the bank. We had to pay the Library room rent, it is now \$10.00 a meeting. We are paid-up for the next six months, so it looks as though we are set for six fun filled nights of Glenside.

Last month we ran a list of the members that are coming due on their membership dues, and did have a good response. I heard from four members. Remember that the dues will go up this coming January 1st, due to the higher cost of maintaining the Club and the services we provide. So please try to get your dues in early, you can send the check to GLENSIDE COLOR COMPUTER CLUB, 1349 Whirlaway Lane Hanover Park, IL. 60103.

Here is a quick list of members that are due this month; Cliff Patterson, Douglas Pokorny, Al Santini, John Schroder, Steve Shaner, and Ron Steinberg. I hope to here from them soon. Here is a fast list of our fellow members who are a little late (I'm sure that it just slipped there minds) sending in their dues; Ray Grundy, Charles Julian, David Lucas, Jim Stiff, Elmer Williams, and Gill Winograd.

Well, till next month, C U GREG

Second City Software

P.O. Box 72956

Roselle, IL 60172

Voice: 312-653-5610

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Organize all of your appointments with this 365 day Calender. Now with Hi-Res print driver for the DMP, CGP, Epson MX-80 and Star Gemini 10X printer. Please specify printer. 64k DISK.....\$19.95

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Even your casino odds with this BlackJack card simulation and tutor! Program can be edited for different house rules. 64k DISK.....\$16.95

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Gives Basic a full-screen editor to supplement the regular EDIT commands. Works on the CoCo 1&2 and with the CoCo 3, WIDTH 32, 40 or 80 is supported! Complete screen cursor control with the arrow keys plus features to make EDITing Basic programs a snap! BSE, a must have CoCo utility. Our low price was the only corner that was cut on this quality program. 64k DISK.....\$19.95

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Finally, a program that interacts with MultiVue for FAST and EASY check balancing. CHECK-09MV and you can now take control of your bank checking account. No more waiting on your bank statement for an ending balance. CHECK-09MV will provide a check-by-check balance in an easy to use format that eliminates those monthly surprises! Bring your money and you closer together and have the buck STOP HERE! Featuring an all new EDITING command. 512k DISK.....\$25.95

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The 'CLASSIC' CoCo graphic program. Draw great works of art with the program that set a standard for all others to follow. Supported by a Hi-Res interface and numerous printer drivers for complete set-up. 64k DISK.....\$78.45

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All new program based off the 'CLASSIC' CoCo-Max II software. Allows for full animation, select 16 colors from a 64 color palette, fast & easy to use w/ pull down menus in a point-and-click environment. 128k or 512k DISK.....\$78.45

DISK UTILITY 2.1A PLUS

A complete disk utility package for all CoCo's. Full Disk I/O for FORMAT, COPY, and BACKUP. Supports single or double sided 35 or 40 track drives. With DISK UTILITY 2.1A PLUS from SCS, you get TWO programs for ONE low price. DISK UTILITY for the CoCo 1 & 2 and DISK UTILITY for the CoCo 3. Find it anywhere in this magazine for less and we'll eat a floppy! 64k DISK.....\$23.95

CoCo KEYBOARD:

Program allows the user to utilize the function keys on the HJL-57 Pro-fessional, Deluxe CoCo, & Micronix keyboard. 32k DISK.....\$6.95

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Turn Telewriter 64 into the best Word Processor for the CoCo 1&2! TELEPATCH is compatible with all CoCo's. Comes with complete documentation for easy upgrading and changes. 64k DISK.....\$24.95

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Add 24 new disk commands with 2 Hi-Res Screens! Supports 40 track & Double Sided drives, 6ms stepping, auto disk search, error trapping and burnable into an EPROM. 64k DISK.....\$24.95

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The popular Disk Operating System from SpectroSystems for the CoCo 3. 128k DISK.....\$34.95

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DeskTop Publishing for the CoCo 3? With the ALL NEW NEWSPAPER PLUS, you now can create complete and sophisticated Banners, Headlines along with Text Columns and Graphics. THE NEWSPAPER PLUS allows for importing different pictures, fonts and fill patterns from disk for that pro-look. Comes complete with 22 fonts and 50 clip art pictures. THE NEWSPAPER PLUS is an all new upgraded program based on the original NEWSPAPER program. SCS is the ONLY company authorized to handle THE NEWSPAPER PLUS program. Why buy the old, overpriced and outdated program when you can get the newest release for less!

128k DISK.....\$48.95

THE NEWSPAPER GRAPHICS DISK I:

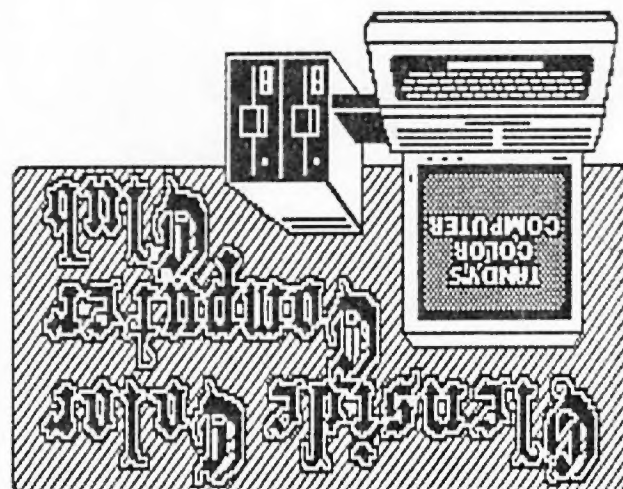
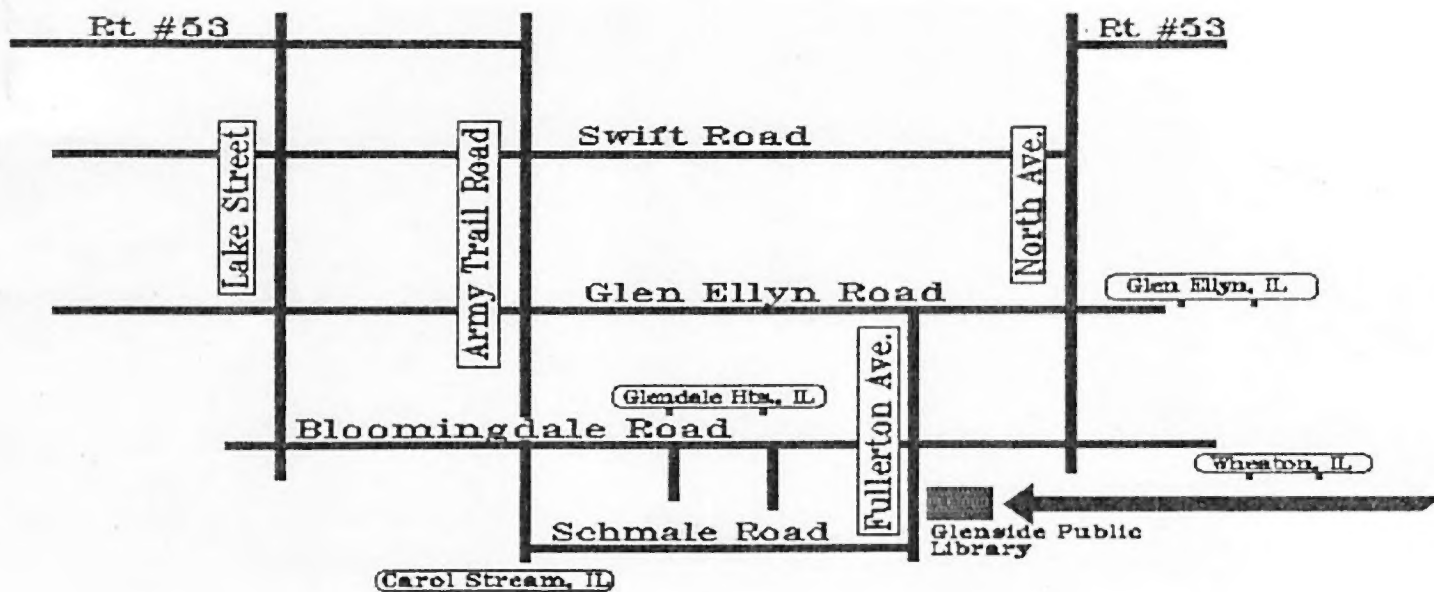
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Accepts MasterCard, Visa, C.O.D. and Check orders. Please add \$2.50 for shipping (\$4.50 for Canada orders) & allow 1 to 3 weeks for delivery. C.O.D. orders, add an additional \$2.50.



Location
 Glenside Public
 Library
 Fullerton Ave.
 Glendale Hts. IL
 7:30 to 9:30pm

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 for more information